Queensland's Leading Amiga User Group Newsletter

CURSOR

Print Post Publication No.
PP 432 356 / 00005

VOL.11 No.4 --NOVEMBER 1994--

Next Main Meeting - Tuesday 1st November
St. Laurence's College Auditorium - South Brisbane
Libraries & Sales Open from 7pm
Meeting & Demonstration Commence at 8pm
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NEWSLETTER EDITOR: **Mike Williams** Ph. 801-1020

C-64/128 CONTACT: **Doreen Horne** Ph. 398-7441

B. B. S.s

We now have two BBSs available for C.C.U.G.Q. members:-

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SYSOP: **Keith Antoine**
Voice: Ph. 300-2161

SideCar Express BBS ... 3 lines
(07) 805 5928 ... 3 lines on the one number
(075) 463 252 ... local call from GoldCoast
SYSOP: **Brendan Pratt**
Voice: Ph. (075) 463-317

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It can be accessed by members on all 6 lines at 300 - 28800 bps, using 8 data bits, 1 stop bit and no parity.

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$25.00 per half page, per issue
This rate is for camera-ready A-5 pages.

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MAIN MEETING

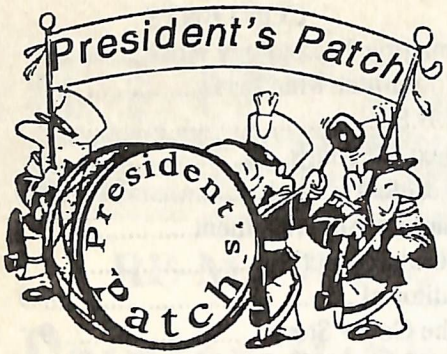
The next meeting will be held on
Tuesday **November 1st** (7pm - 10pm)
St. Laurence's College
82 Stephens Road
South Brisbane Qld.

WORKSHOP MEETING

The next workshop meeting will be held on
Sunday **November 13th** (12n. - 4pm)
Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets
Rosalie Qld.

Published by:
C.C.U.G.Q. Inc,
P.O. Box 274
Springwood
Qld 4127

Printed by:
Towns-End Printing
P.O. Box 1333
Beenleigh Qld. 4207.
Ph. (07) 807-0177



Those of you who came to our October main meeting experienced an atmosphere of interest and enthusiasm which reminded me more of earlier years. Ross Delaforce's demonstration of exploring the Internet, including use of the World Wide Web, had a good sized group of members hunched forward watching the screen and asking plenty of questions. If only there were more topics attracting keen interest like this one. Thanks very much to Ross for bringing all his gear and talking for nearly two hours. We also thank St Laurences for letting us move to the staff room for access to a telephone line.

Do you remember me writing about my exchange of faxes with Inovatronics a few months ago in which they told me that their "Registered User Group" program, in which free copies of software were to be sent to user groups, had not got off the ground due to the cost of sending stuff to the more than 650 groups who registered! Their last fax in July said they were sending the club some literature as well as a DOpus 4.12 update to me. I finally got the parcel, postmarked 14 July, on 12 October; a three months journey by sea mail. We now have a stack of brochures for DOpus, Edge (the new text editor), GigaMem (the virtual memory system that allows use the hard drive to extend RAM without programs knowing the difference) and a sheet on the enhancements in CanDo 2.5 - just a pity its not the software itself!

DOpus 4.12 has a few major differences to the version 4.10 which I bought at the World of Commodore show in Sydney in July 1993. The new version opens a normal window, rather than the borderless backdrop window on a custom screen. I now have DOpus appearing on Workbench in a window and the window can be sized and everything shrinks proportionally. The list of changes goes on for 500 lines of a Read.me file but most do not affect normal operations. As I stated before, I will give the upgrade to the PD disk librarian and those who show evidence of owning the program can take a copy - if Inovatronics will not automatically send the upgrade out to Registered Owners, then this is a legitimate function for the club.

In a separate story in this CURSOR I have thrown a little light on the second bidder for the Amiga, Creative Electronics International (CEI), through an on-line interview forum conducted on Portal with the CEI President Alex Amor and reported in a recent Amiga Report distributed on Internet. In that interview, Amor said that there was a third bidder, a German company. This week I have found that the name of that German company seems to be ESCOM and they operate 250 computer and electronics stores around Germany making them number two in the business in that country. They have not recently sold Amigas. Reports on CompuServe say that ESCOM design and make their own PC clones which sell well in Germany being up there with IBM and Compaq. It seems they have some money and good marketing abilities in Germany and perhaps Europe, but their international impact would seem low. Perhaps this one ought to be considered the third ranking of the bids we know about.

The 15 October date for the liquidator to make a recommendation to the Bahamas court seems real enough. It is claimed that the court can still let the other bidders up their bid but they will want to finalise affairs quickly. I am writing this on 14 October so we may hear something very soon, or maybe not.

The CCUGQ booth at the Computer Expo attracted lots of interest, especially when scenes from the just-released video of Jurassic Park were being run live off a 1.7GB disk in a A3000 equipped with a GForce 040/40 accelerator. It interested everyone to see some of the animation from the film stepped through one frame at a time and other digital effects applied. On behalf of everyone in the club I thank Mark Marshall very much for planning, fitting out the booth and attending the show for the whole time it was open. Mark was assisted by Geoff Suttor and another friend who between them stirred up some interest from the nearby exhibitors by quickly running up some video advertising for them using digitised sales literature and some creative titling and animations.

The unfortunate aspect of the show was that we could only attract two or three new memberships and about $60 in PD software sales. Maybe more will join later as a result of seeing us at the Expo, but I am sure we will lose money despite all the effort by a few people. I do not expect that we will be doing it again, especially as the next Expo will be in the new Brisbane Exhibition and Convention Centre

Continued on page 30

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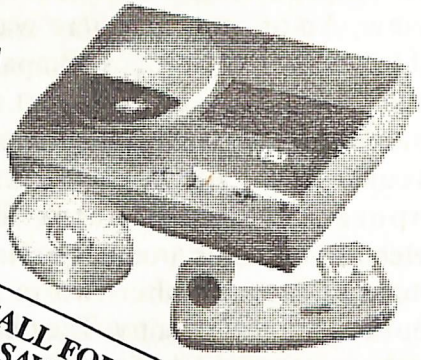

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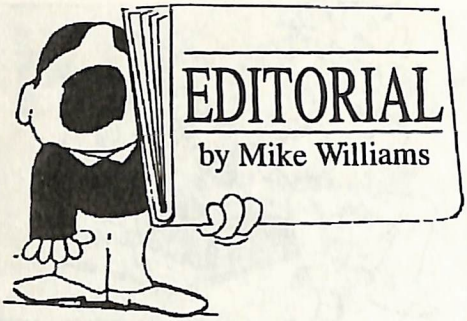
Please always refer to the latest CURSOR for information on the next meeting as the following plans are always subject to change.

November 1st Hardware problems

What is going wrong, can you fix it? Can someone else fix it? We will have a representative from one (or both) of the local hardware repair shops present to discuss all your problems and advise on how to prevent them.
They will also give advice on hardware modifications.

December 6th Pagestream 3

The updated (read completely revised and rewritten) and long awaited version of that popular Desktop Publishing program, Pagestream has finally been released by SoftLogic and is now available in the shops. We would like to demonstrate all its new features and abilities, (which will be many).
This of course depends on whether we have had enough time to learn about the new program.
After having a brief look at it, I can say that it could be classed as almost an entirely different program from the old PageStream 2.2 and like most new programs, it has it's share of bugs and shortcomings. SolfLogic has been forced by customer/dealer pressure to release it before it is completely finished and there are a number of basic features that will be introduced in the next upgrade which should be available by the time of our December meeting.



The only thing constant in this world is CHANGE. Change is not to be feared because we do it all our lives. It should be anticipated because, through change, we have the opportunity to grow and mature and hopefully to improve.

These sentiments have always been true and we in the computer field especially see and are involved in change, as shown by the evolution of computers and programs.

Our Users Group too is presently going through a number of changes which will have a large effect on all club members.

Firstly, we will soon need to change our club name, as "Commodore" will no longer be appropriate when the buy-out is finally completed.

Secondly, we will need to find a new Club President, as Phil unfortunately can no longer continue his good work as leader of our Group. (Please read the President's Patch for more details)

Thirdly, we now offer a second choice for all you BBS users and we welcome Brendan Pratt as a new additional SysOp with his Bulletin Board "SideCar Express".

And lastly, we also welcome two new Public Domain Librarians, Ron and Warren Blake.

So you can see there are plenty of changes happening in your club and we want you, as a club-member, to be a part of them.

You can do this by, firstly, thinking up a good name for our club and suggesting it to any of our Committee Members at either of our meetings or by sending your suggestions in to me or the Secretary.

We are also looking for a new Club President; someone to take over the reins and guide our club into a revised future. Our present Committee have mostly only recently taken up their new positions and do not wish to move into Phil's shoes, so here we have a golden opportunity for another club member (a "sleeper") to come forward and really make a contribution to the club.

On a happier note, isn't it good to see a welcome change, a change that gives you freedom-of-choice. The addition of Brendan's BBS, "SideCar Express" will give all Club Members the luxury of having a total of six (6) phone lines and two (2) BBSs to access. Those members on the Gold Coast will also be able to access his BBS on a Gold Coast phone number (no STD

charges). For full details see page 3. Keith's BBS, WindDragon Inn will of course continue and with the amount of new hardware Keith is looking at, you should soon see a lot more stable BBS with up to 6 CD-Roms online. Read Keith's "BBS News" at page 16 for more info.

And also, why don't you take advantage of all the good public domain software around at the moment by coming to our Workshop Meetings which are held on the 2nd Sunday each month. You can welcome our new Librarians Ron and Warren Blake and have a chat about not only the 17-Bit disks which are detailed in these pages, but also about the upcoming Fish disks which should be available soon.

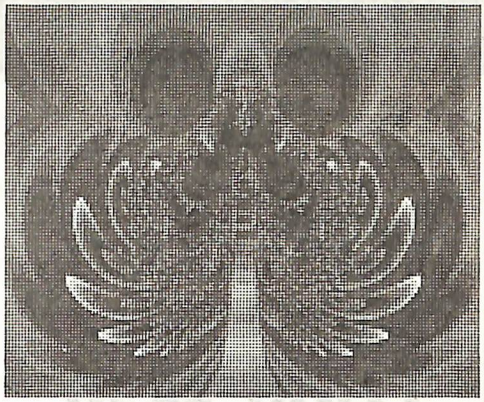
Finally, I would like to say a few words on the departure of Phil Guerney, our Club President. Phil has been with the club for about ten years and has always been willing to lend his help and expertise to any position he has filled. He has been an excellent ambassador for the Club and will be sorely missed. But I am sure we have not seen the last of Phil, because he has promised to continue to do the talk and introduce the demonstrations at the Main Meeting until a new President is found.

Happy Computing.

Mike

Mike Williams - Editor

The Cover Story



Our cover picture is titled RockStar.GIF. It comes from the "Abstract" drawer of my CD-Rom of GIF pictures called "GIFs Galore" and is a GIF picture (obviously) originally of 640 x 480 pixels in 256 colours (18-Bit).

I did not need to "massage" this picture using AdPro (as I usually have to), so it was imported directly into PageStream 2.21 using the Import Graphics feature, as a Picture Window (so that I could crop a rough edge off the bottom). PageStream has an Import module for GIF pictures, so it didn't have to be converted to an IFF file.

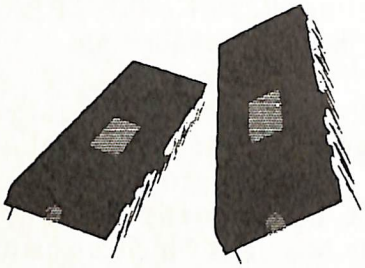
A test print showed that it didn't have to be brightened, or the contrast varied, to produce a good print, so it was left as is.

It is a good example of how a 256 colour picture can be converted to a black & white print.

WHEN THE CHIPS ARE DOWN IT'S TIME TO SEE

The AMIGA Specialist

Tony May



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C.E.I.

The Other Bidder for the Amiga.

We have been hearing a lot about the UK people who are bidding for the Amiga technology, probably because of all those UK magazines with interviews with Donald Pleasance and simply because the UK group have been making the most noise.

There is another group which has publicly announced it is still in the race for the Amiga. It is Creative Electronics International (CEI), an American privately held company which was the largest distributor of the Amiga line in the USA. We now know a bit more about CEI due to an on-line forum held by the President of CEI, Alex Amor, on Portal (another system like CompuServe) held on 27 September 1994. The proceedings were written up in the Amiga Report (Internet distributed magazine) No. 2.28 of 29 September and I will pick out the most interesting bits of this report here. The full session went for over two hours, so this is a very brief extract indeed. You can download AR228.LHA from our BBS and most others. *Italicized* remarks are my own.

"Whoever buys Commodore will end up manufacturing Amigas...it makes economic sense". "A decision is expected towards the end of October...". There is "a German concern" bidding for the Amiga along with CEI and the UK team. *(See President's Patch)* "The first item of business is ... restarting production of the A4000T and the A1200". "Things like 3D RISC and RTG are crucial if the Amiga is to survive in the long term".

In answer to what inventory exists, Amor answered "Does the word ZIP mean anything to you? There are some CD32 around the world, mostly PAL but that is all". "The CD32 remains a viable product and should go into production fairly quickly". "I don't believe AAA will make the light of day. The technology is old and obsolete (circa 1991) ... Commodore engineers were working on 3DRISC which appears to be a winner ... Our efforts will concentrate on this technology". *[Can someone explain a bit about 3DRISC to the rest of us??]*

"In order to sell our investment package to Wall St. we created a world wide distribution system based on independent distributors throughout Europe and the Far East. To date we have received over 50 applications from companies inter-

ested in distributing, marketing and supporting the Amiga from around the world.". "We need to bring back the talent from the past...". "As of two weeks ago, CEI had the top bid...At the same time Commodore was not able to deliver all the goods and we have been asked to resubmit a new bid for the deliverables". "The likelihood of Amigas being in store shelves by Christmas is 'none'. Our current schedule calls for machines in late Feb. '95".

"There are three problems to faster production ...procurement ... procurement ... procurement... parts are simply not available and many require long time periods". "Devcons will be held almost immediately after acquisition in the US and in Europe".

"Samsung appears to be out of the running". "The working name (for the new company) is Amiga Technologies International". "We expect to restart operations with a core group of approximately 70. CEI ran advertisements in the Philadelphia area for employees and received over 1500 resumes (!)".

"Our first year of US marketing expenditures are $20M ... Marketing will be directed towards the niches, let us become stronger in our markets with slow penetration into the general markets". *[sounds sensible to me]* "The price of the A4000 needs to be decreased while its performance increased ... The A4000 will never be as inexpensive as the 486s".

"Releasing the new WB3.1 will demonstrate that this is a new company with new goals, it is also an enhancement over 3.0 with better printer support, better command sets and a small step towards RTG". *(can someone give us a rundown on what 3.1 has in store?)* "I have been working on opening up new avenues for the Amiga. An agreement is in place to sell CD32s in 12,000 outlets if we are successful".

"The Philippines inventory remains under the possession of the creditors". "CEI currently has a large inventory of A2000 parts ... let your local dealer know". "3.2 does not have networking built in. We fully understand the importance of networking and plan to pursue those avenues unlike Commodore". "Motherboards will be available through an OEM program...".

In answer to the question "Do the liquidators appear to have any concept of how much the last five months has decreased the value of what they are trying to sell? Is there any sense of urgency on their

Continued on page 31

INTERVIEW WITH DONALD PLEASANCE

From: Betty Clay/SYSOP, 76702,337 #163142
To: ALL
Subj: Talk with D. Pleasance
Saturday, September 10, 1994
2:34:21 AM

Here is an article that will appear in the next issue of the ICPUG Journal in England, to be published in about two weeks. The JOURNAL is one of the best technical journals for Commodore products still being published, and I'm proud to write one of their regular columns.

ICPUG (Independent Commodore Products User Group) is the oldest and largest computer user group in England, having celebrated the fifteenth anniversary of their origin some time ago. The national officers arrange booths at most major computer shows in England, and provide support to users in many ways. John Bickerstaff, one of the authors of this article, is Chairman of the national organization and of one of the local groups as well. He and his wife, Janet, are also writers of some note in England, having written for almost all of the English magazines that publish articles about Commodore or Amiga computers. Because of their positions of leadership in this large computer group, they are personally acquainted with almost everyone connected with Commodore products in the U.K., and are often able to arrange such interviews.

COMMODORE - THE FUTURE

INTERVIEW WITH DAVID PLEASANCE
by John and Janet Bickerstaff

Tuesday 6th September 1994.

We arranged to meet David Pleasance, Joint Managing-Director of Commodore UK, at the European Computer Trade Show in London. This is what he had to tell us.

Management Buy-Out

We are, in fact, about two weeks behind what our schedule was. We had planned to announce the successful management buy-out of the assets of Commodore International and Commodore Electronics at the ECTS. The reason why we are two weeks late is that two weeks ago Colin Proudfoot and I were in New York with Coopers & Lybrand (who are acting for us), one of our investment people, the Liquidator and the Liquidator's lawyers, for a meeting which took approximately five hours, which you can take as a positive sign that the Liquidator is taking us very seriously. The purpose of that meeting was two fold. One was to establish finally what can and cannot be delivered in terms of what is available for sale.

The second reason for the meeting was to determine exactly how our bid was to be structured to make it easier for the lawyers. To say that the situation with Commodore and all the subsidiary companies is complex is a major understatement. All the companies have cross-shareholdings and trading arrangements.

The net result is that we were told (and it came as a major surprise to us) that the Liquidator could not, as previously promised, deliver to us all of the component parts inventory which is currently in the Philippines, and that formed a very major part of our business plan to enable us to bring products to market for Christmas.

That meant that we had to come back to the UK, get in touch with all the component suppliers from around the world, find out whether they would supply us, find out how much it would cost to get our product put to the front of the queue, how much for air freight, work out how many machines we can built and the profit on them. In other words we had to draw up a completely new business plan in order to satisfy our investors, and that we have done in just two weeks, but we are two weeks behind on what we had originally planned.

Coopers & Lybrand have now drafted an unconditional draft agreement, which is what the lawyers asked for, and that effectively says, this is our offer, this is what we want and, subject to you delivering this to us, we will pay you. That will be delivered to the Liquidator today. We have put on the bid a validity period of ten working days to come back with an answer.

However, life was never meant to be simple. The US courts have yet to decide whether they wish to intervene. They have the option of letting the Bahamas do it, doing it in conjunction with the Bahamas, or taking it themselves, which is very unlikely. We should know within ten working days from today whether we have got this or not. We are very confident about it because we know that the other players are doing, but nothing is certain in life.

Research and Development

The seventeen Commodore engineers currently residing in Norristown, US, are extremely happy to work with us, and we have budgeted to immediately take them back up to sixty/sixty-five people. The way that we will run the R & D Centre is that there will be a team of about fifteen people, who will be looking after current technology. Their role will be to support exist-

ing products and to manufacture derivatives, and new products from our present architecture. The remainder will be working on new technology, and that is exclusively RISC. We have canned that AAA project completely, and the reason is that although the chips are virtually finished, there is no operating system, and this would take eighteen months to bring to the market.

In addition, we will be bringing Chris Ludwig over to the UK permanently, and he will head up a team of about twenty people whose sole job in life will be to support developers. This will be a major step forward to strengthen our relationship with the developers. Within six months we will have development systems for the RISC product and those systems will go selectively to the development community. I intend to loan them the machines until they have developed products and, when they start to sell these products, I expect them to pay me for the machines. For the first time we will have developers able to work on new software before the hardware hits the market.

Current Technology

We intend to establish sub-license agreements with companies who make third party products and who have ancillary products who are not in competition with us. We have established a good relationship with NewTek and Scala, and we intend to allow them to use our hardware in whatever manner they see fit to sell more systems. We will be prepared to work very closely with anybody who wants to develop third party peripherals that will help us to sell Amigas, and that again is a complete change of attitude from Commodore in the past.

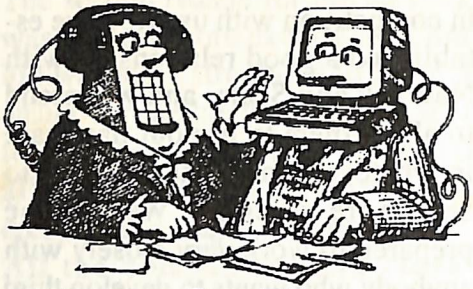
Marketing

We expect to have products coming to market around the middle to end of November and, because of the component part situation, we will have less CD32s and A1200s that we wanted to meet demand, but we will major more on A4000s. This gives us the opportunity in the UK to support the independent dealers and we will feed them the bulk of the products and likewise in European countries.

New Products

Amiga card for the PC. There will be no new products this side of Christmas for obvious reasons. As soon after Christmas as we can, we will have the CD drive for the A1200 and the expansion box for the CD32, and then within a few months we will have new products using existing technology. One of those products is almost certainly

Continued on page 33



B.B.S. News

It does get hard to write something each month without it seeming to be the same and get boring. I suppose a lot has happened with the BBS but one tends to forget the bad things and only remember the good. So a lot of bad things must have happened this time around.

The BBS was going along quite smoothly, but we had a couple of occasions were things went awfully wrong and we had some downtime. In point of fact I will give a list of Do's and Don'ts in regard to SCSI Bus management plus some tips later on.

There has been a dearth of news in regard to C= and its problems in the Bahamian courts, and this has led to a further outburst of rumours. To be frank, the longer this draws on, the greater the damage and the less I think that there is any chance of redemption. Someone remarked that you have to think positively, but one also has to be practical, and the time is drawing near when it might not pay anyone to try to resusitate the Amiga.

The last thing we need is any more gloom and doom and I, for one, will not be changing platforms, as I have all that I need to run both the BBS and DragonSoft Graphics.

OK then, "What do you have and what are the changes"?
I have a 2000 and a 3000. The BBS runs on the 2000 and as some will observe when logging on, I am selling a lot of gear. Why? Well, I am getting rid of the GVP 040/33 16mb card as you really do not need this in a BBS, and I cannot put it in the 3000. I am selling 2 HD's, Opalvision, Montage 24, Blitz Basic 2, a monitor and a printer. I need greater speed on the SCSI Bus on the 3000 (at least 3.5mb per sec) for video capture, so I'll buy a WARP Engine 040/33 8mb and get up to 10mb/sec. I'll buy an IDE 1gig drive for $825.00 and put this in the 2000 (you do not need speed on a BBS). I'll replace the GVP with a CSA Derringer 8mb in the 2000 (again 25mhz is sufficient on a BBS and only then for the serial port). Memory, oh yes we need that with all the screens and lines etc. What I will end up with is 3000: 040/33 20mb V-Lab Motion, EGS, WB3.1 in ROM, Toccata 16 bit sound and a lot of Graphic software (TVPaint-EGS, LightWave 3.5,

AdPro, Adorage and so on) with a Quantum 540mb Empire Scsi II Fast controlling Drive and a Micropolis 1 gig AV2010 digitizing drive. The 2000 is BBS only CSA Derringer 25 14mb, 1Gig IDE, and probably a 6 stack CD-ROM Drive plus 3 modems. By the way the 300-5569 number is 28.8mhz and the others are 14.4's.

I have had some problems with drives on the BBS and a great deal of trouble was caused by certain combinations of drives and SCSI bus. The following are Do's and Don'ts that I have come up with by bitter experience, some of which have been backed up by the experiences of other users.

I cannot recommend the use of a GVP SCSI bus in conjunction with a BBS. The number of times it has locked the bus up with Alerts are a legion. Now I had no problems as a normal user but when I loaded the bus, oh dear! Maxtor drives and NEC CD-Rom drives do not seem to mix. This was also confirmed by a technician. I am never using a NEC 25 again, this is a personal opinion from bitter experience.

If a drive you have put on the SCSI bus is not recognised do the following:

1. Check that the addresses are not conflicting.

2. Make sure that the last one on the bus is terminated(not the biggest or lowest address number, but the last physical drive). Now also be careful if you use an external bus as well, as it also should be terminated, separately to the internal. Now this is not a hard and fast rule as I had 2 Quantums and terminated them, but by mistake once, I left the terminators out and it made no difference. This does not go, however, for the Maxtors nor Micropolis drives. I have had the experience of having to put a Quantum or Micropolis before a Maxtor or it would not work. For security ALWAYS partition big drives into smaller (say 140mb) partitions.

For those who do not know, there are now 3 (and a 4th coming up) SCSI bus's lying around. SCSI, SCSI II, SCSI II Fast and SCSI II Wide. Essentially SCSI and STD SCSI II are similar. The GVP is supposed to be SCSI II and it is, but it will only capture at between 1.6 and 1.8mb/sec whereas SCSI is about 1.2 to 1.5mb/sec. These figures very much depend on the drive being used. SCSI II Fast is usually up to 10mb/sec and needs a drive that is compatible and named as such when bought. It is also 8bit and has a 50 pin connector. SCSI II Wide captures in 16 or 32 bit with 2 separate connectors and at either

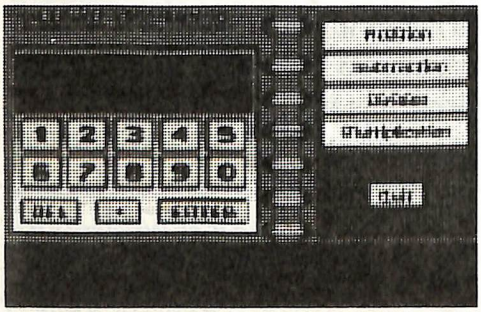
Continued on page 31

AMIGA
Public Domain Disks
17-Bit Disks
2723 - 2800

*Please Note: The descriptions given below are by the **17-Bit Crew** and are NOT the comments of the CCUGQ PD Librarians or the Cursor Editor.*

#2723 - ASASSINS BACK TO SKOOL
The Assassins strike back but surprisingly not with a games disk. This is full of educational stuff. Three programs on here, "Counting Fun", a simple sums game. "Word Puzzle", a simple word game and finally "Style" is the classic pairs game.

#2724 - ASASSINS BACK TO SKOOL 2
More Educational stuff on here. "Simons Colours" - a version of Simon. "Cal Maths", "Capitals" and "Electric Train". (See clip below)



#2725 - SPIDERSOFT UTILS
Tons of you have asked for a decent garden designer and the one on the Update didn't like certain machines. Well, there's a brilliant one on here which allows plots, sheds, green-houses etc. etc. Also on here is a good item recorder so you can log all the serial numbers and stuff of your 5 grand TV in case Mr Burglar pays a visit. Not that you're likely to see it again though!
<As garbled by 17-Bit>

#2726 - TELE-SCROLL 1 VIDEO TITLER
Scroll texts, wipes, fades, etc. Full documentation. It's either the best PD titler yet. Or it isn't.

#2727 - TELE-TITLER 2 HI-RES VERSION
See #2726 for details

#2728 - TELE-TITLER 3 LO-RES VERSION
See #2726 for details

#2729 - AMY PD REVIEW V4.1
Latest release of this mini disk mag with reviews of latest PD and other general articles to tickle your taste buds. (See clip below)

#2730 - CHURCH MUSIC
13 favourite hymns reworked in Sonix.

#2731 - EXIT-13
A pattern-matching game, with the added feature of hardware destruct when you get frustrated by it.

#2732 - AMILOGO V1.4
Another version of Logo, or in the wurdz of 17-Bit: "A turtle plotting commander thing, but in this version you dont need a turtle". (luverly)

#2733A - LUNCHTIME 4
The barmiest mag on the scene. This is written by the biggest bunch of loonies of all time. Articles with names like The Further Adventures of God 2 and Memoirs of a Country Doctor and Carry on Communism. Love it, hate it or read it.

#2733B - LUNCHTIME 4
Part 2 of LUNCHTIME 4

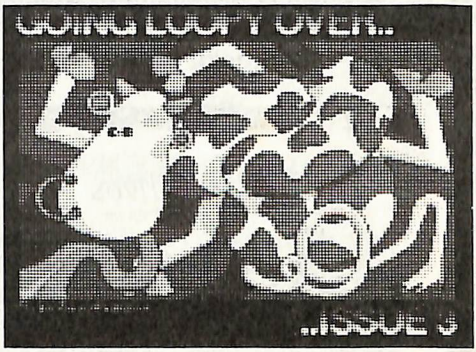
#2734 - ICONSPLUS 1
Loads of icons on here which are suitable for replacing the standard WB icons with. Utils, prefs, system, etc. They are all in 8 colour whereas standard WB icons are 4 colour. These may look very dodgy on 1.3 machines.

#2735 - ICONSPLUS 2
Loads of utilities on here including Viewtek, Snoopdos, Magicmenu, Degrader, Toolsdaemon and Execmaster. And more.

#2736 - ICONSPLUS 3
More utils on here including Disksalv 2, Nickprefs, Yak, and a few others as well.

#2737 - AZ SPELL V2.01 (UTIL)
The latest version of this popular spellchecker. Now knows 22,346 words.

#2738A - DIGITAL 3
A diskmag that has improved a lot, and covers music, 'Scene, PD, Star Trek, Dr Who and other topics. (see clip below)



#2738B - DIGITAL 3
Part 2 of DIGITAL 3

#2739 - ADDRESS BOOK
For Kickstart 2.x and above. An addressbook where you can store all your hot contacts and suppliers of kewl warez, d00dz.

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#2741 - HIGHWAY CODE Q&A
Is your driving test just round the corner? Can't remember the book?
(A) Dont bother taking the test
(B) Copy this disk and learn the easy way.
Loads of questions, pictures, etc.

#2747A - MOTOROLA INVADERS (AGA ONLY)
This is an absolute STONKER, a CLASSIC, just BRILLIANT. An AGA space invaders game with some of the weirdest looking martians you'll ever see. Absolutely brilliant. With a FULL sampled version of Metallica's "Sad but true" as a soundtrack.

#2747B - MOTOROLA INVADERS
Part 2 of MOTOROLA INVADERS

#2748 - EDWORD PROFESSIONAL V4.0
An updated version of this ever popular text editing package.
** SHAREWARE **

#2749 - SHORTMODULES 4
Another collection modules from Pyrogenic <Now Panacea>. Loads of modules from demo teams, and some inhouse chip tunes as well.

#2750 - GUMBYS FRACTALS
Four generators: Biomorphs, Chasym, IFSGen and Landscape 2.

#2751 - PEZZAS GAMES
5 games - Subattack, Classic Solitaire, Tuts Tomb, Landmine and Cellanim.

#2752 - GUMBYS GAMES
5 games - AMastermind, Blocks 3D, Expello, Mancala and Parattack.

#2753A - MR MEN OLYMPICS
This game is sheer CLASS. It takes 5 of the events: 100 metres, Javelin, Hammer-Throw, High Jump and Weightlifting. Each Mr Man or Men takes part in one of the events by the player using the old joystick-waggling method. Professionally written and drawn, and the sound effects are excellent. (clip below)

#2753B - MR MEN OLYMPICS
Part 2 of MR MEN OLYMPICS

#2754A - LAST STAND ON HOTH
This is the best non-cartoon anim EVER from the master himself Craig Collins. The story is basically following on from where the Star Wars series left and shows what

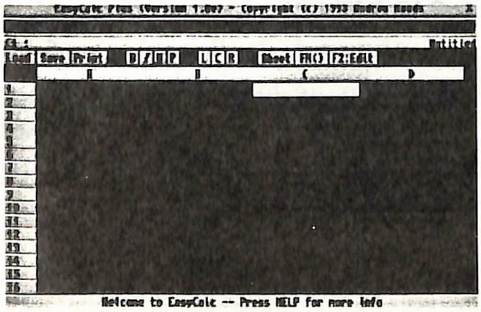
happened to the AT-ATs and the rebel bases. Shot in black and white, no sound, but the quality of the animation is outstanding. A must. (4 disks).
** 3 MEGS of RAM required **

#2754B -LAST STAND ON HOTH
Part 2 of LAST STAND ON HOTH

#2754C - LAST STAND ON HOTH
Part 3 of LAST STAND ON HOTH

#2754D - LAST STAND ON HOTH
Part 4 of LAST STAND ON HOTH

#2755 - EASYCALC+ (UTIL)
The best PD spreadsheet ever to grace the Amiga. A fantastic piece of software given a favourable 10/10 in Amiga Shopper. Features include extra maths functions <Nearly all Lotus 123 functions>, import/export of data, ARexx interface, function browser, etc. This program blows most commercial spreadsheets out of the water. KickStart 2.x ** SHAREWARE **



#2756 - 3 WAYS TO STOP SMOKING
A reasonable animation demonstrating the perilous and sometimes dangerous ways to kick the habit.

#2757 - DAVE B'S SAMPLES DISK 1
Samples and sound effects aplenty on this disk ranging from and including snatches of sound taken from various films and albums tanging from Big Ben, various stuff from Dragnet, MC Hammer, Chaka Khan, INXS, etc. All are normal IFF files and will load into any Tracker program.

#2758 - DAVE B'S SAMPLES DISK 2
More of the same on this disk.

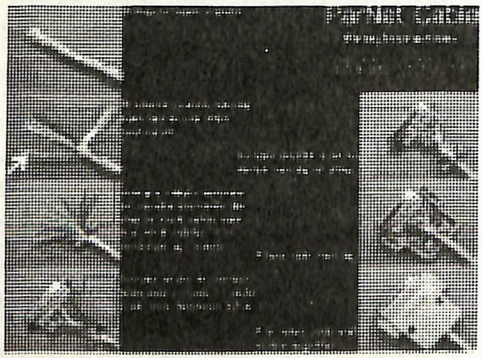
#2759 - POINT OF SALE (AGA ONLY)
After what seems like an age comes the first all singing all dancing GOOD AGA demo. Forget Team Hois. This has mega 256,000 colour backdrops, super fast vectors, and sprite scaling (SNES owners take note!) amongst the other routines.

#2760 - JELLYQUEST
A strange isometric 3D puzzle game based very loosely along the lines of Q*Bert. The basic idea is to change the blocks to a different colour by jumping on them. Hazards include 1-way blocks and

various other counter-measures guaranteed to do your head in.
** SHAREWARE **

#2762 - EXTENSIONS DEMO
There arent many "MEGA" Demos around at the moment but this one is of exceptional quality. Featured in CU Amiga and given a great write-up, this demo contains stacks of new, never seen before routines including the Dot City and many other feats of eye popping code. Works on all machines.

#2763 - PARNET INSTRUCTIONS
Don't wanna spend 30 bucks on a Parnet cable? Full colour digitized pictures and written instructions will take you through the whole setup from start to finish showing you exactly what to do without frying your machine. <17-Bit, the disk author and ourselves take no responsibility for users pranging their hardware. Be warned>
(see clip below)



#2764 - MED USER GROUP MAG #3
A disk magazine for all you MED freaks out there. Contains tutorials, news, samples modules and loads more.

#2765 - ESCAPE FROM DOOM
A nice RPG/Adeventure game for all fans of the Hack & Slash genre.

#2766 - MICROMARKET V1.2
Fancy yourself as a bit of wheeler-dealer? This game will give you the chance to buy and sell shares and generally follow the stock-markets. Addictive stuff.
** SHAREWARE **

#2767 - TEXTENGINE V4.1 (UTIL)
The best editor just got better. New features include a brand new screen layout. Text searcher facility. 128Kb text buffer. Built-in spell checker with 36,000 word dictionary. Fully WB2.x compatible. ASCII files can be loaded and saved with ease. 12 text styles available for use with any preferences supported printer. Fully configurable <PAL/NTSC/ hires/superhires/interlace video modes, page margins, word wrap, function-key macros, colour palette, etc>
** SHAREWARE **

#2768 - SLIME
Not quite sure what you do on this game but it looks like fun.
Go on try it & give yourself the element of surprise!!!

#2769A - RETINA BURN SOURCE CODE
For all the would-be coders. Two disks spanning the complete source code for Retina Euro One demo.

#2769B - RETINA BURN SOURCE CODE
Part 2 of RETINA BURN SOURCE CODE

#2770 - FATAL MISSION 2
Shoot-em-game which follows, not surpisingly, in the same vein as Fatal Mission 1.

#2771 - CAPRI SLIDESHOW 3
More slides of the Capri car.
(see also #2657 & #2565)

#2772A - DISCOVERY OF THE ATOM
An excellent educational package explaining the complete workings of the atom. Full colour pictures, animations, text, etc. All aspects are covered from the creation, nuclear fusion and much more.
** 1.5MB RAM & 2 DRIVES RECOMMENDED, but not essential. **

#2772B - DISCOVERY OF THE ATOM
Part 2 of DISCOVERY OF THE ATOM

#2773 - ATTACK
A reasonable animation about a stealth bomber and a man with a rocket launcher. Both of them come to a sticky end.
1.5MB REQUIRED

#2774 - MAGNUM V1.7
The latest version of the most popular disk magazine created on the AMIGA.

#2775A - GRAPEVINE 17
The latest issue of the most popular (what, again!) disk magazine in history <*> arrives. Containing around 400 articles on every different subject under the sun. If you like a good read then get this TODAY.
<*> Actually, there's at least 4 diskmags more popular than this one, according to the 'Scene EuroChart.

#2775B - GRAPEVINE 17
Part 2 of GRAPEVINE 17

#2775C - GRAPEVINE 17
Part 3 of GRAPEVINE 17

#2776A - MANGA SLIDES (AGA ONLY)
A fantastic 4 disk slideshow of Manga Pics. If you've got an A1200 or A4000 and you're a fan

of this kind of stuff, then unpack this set. There are around 40-50 handdrawn Hi-Res 256 colour pictures on these disks, all set around the Japanese Anime theme. Absolutely brilliant.

#2776B - MANGA SLIDES (AGA ONLY)
Part 2 of MANGA SLIDES

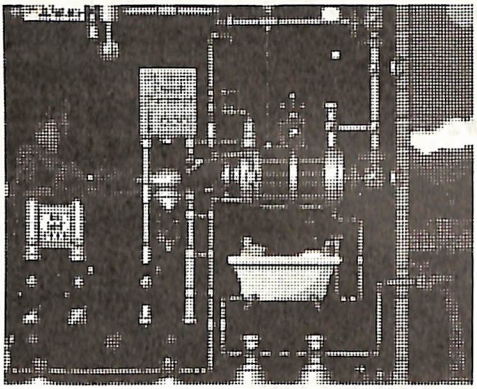
#2776C - MANGA SLIDES (AGA ONLY)
Part 3 of MANGA SLIDES

#2776D - MANGA SLIDES (AGA ONLY)
Part 4 of MANGA SLIDES

#2779 - POWERLOGO V1.3
Power LOGO is an experimental dialect of the LOGO programming language. It is a very high level language, easy to use, and easy to learn. Yet it has some low level power as well.

#2780 - ZYRAD
A frustrating overhead 'collecting' type game. The object is to collect all the 'things' without going back on yourself. Fairly addictive.

#2782 - WELCOME TO THE MACHINE
3 animations with varying degrees of quality in the Carl. Inc mould. Just a single screen for each anim with loads of stuff going on in each one. The anims include Krazy Kontraptions & Gerbil Power amongst others. (see clip below)



#2783 - AMIBASE PRO 2 V1.8 (UTIL)
The latest version of the best Amiga PD Database ever seen.

#2784 - OCTAMED TUTOR
Designed to help those users who have either Octamed Pro. 3 or one of the later versions of Med, and are unsure of the methods required to get these programs to make music. It takes you through all the different bells, whistles, knobs and twiddly bits. There are a couple of example modules on here too.
** SHAREWARE **

#2785 - MAGIC WB
Using this disk will instantly transform your WB into a multi-coloured, dazzling extravaganza. The program itself will re-install all the icons to 8 colour really well drawn ones and also will add a very nice backdrop as well. Cult follow-

ings behind programs are rare. This disk proves that they exist. Highly recommended.

#2786 - RUSH
Rush is a directory utility for AmigaDOS 2.0 or greater. It allows files and directories to be manipulated quickly and easily. Rush uses features of AmigaDOS 2.0, 2.1, and 3.0, and follows the Amiga User Interface Style Guide.
** SHAREWARE **

#2788 - AMBUSH
A highly useful little utility. Ever tried to load new fonts onto your workbench and ended up with text all over the icons? Well this program will sort all that out by resizing the windows and generally thrashing around to get your WB looking cool again. Use in conjunction with disk 2785 for a revamped look!

#2789 - ASTRO 22 V3.5
Astro.22 Pro. Astrology is a program that accurately calculates the position of the planets, cusps and zodiac positions to within approximately thirty seconds of arc. It is specifically designed for the discerning Astrologer who needs a comprehensive range of features combined with accuracy, versatility, upgradeability and ease of use - at an affordable price!
** SHAREWARE **

#2790 - MENTAL IMAGE GAMES 1
A compilation with 3 games on here which are all A1200 compatible. Jeff Minters classic "Grid Runner", an Arkanoid clone called "Rebound" and a fruit machine sim called "Winning Post". ** SHAREWARE **

#2791 - MENTAL IMAGE GAMES 2
The second compilation from Mental Image this time includes 3 more games. "Satu" (Shooting), "Willy & the Castle of Dreams" (Platform) and for some inexpicable reason, "Winning Post" AGAIN.

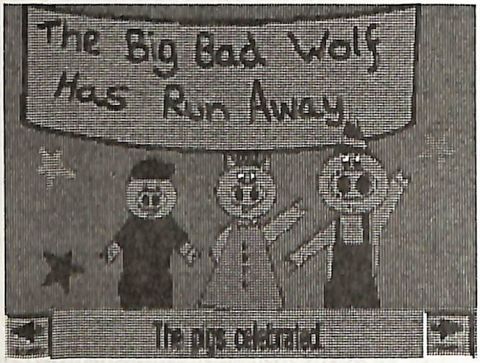
#2792 - MUG BASS SAMPLES
This sample disk has been compiled with PD BASS samples. No samples are duplicated. They are all normal IFF's and will load into any Tracker.

#2793 - MUG DRUMKIT SAMPLES
This sample disk has been compiled with PD DRUMKIT samples. No samples are duplicated. They are all normal IFF's and will load into any Tracker.

#2794 - MUG DRUMKIT SAMPLES 2
This sample disk has been compiled with *more* PD DRUMKIT samples. No samples are duplicated. They

are all normal IFF's and will load into any Tracker.

#2795A - READ & LEARN VOLUME 1
Read & Learn is the first of a new series of colourful stories. Aimed at children between the ages of 4 & 7 it is set out in a similar way to a book allowing children to look at colourful illustrations and read clear words. Also provided is the facility to hear the story. Not only this but the story animates itself. A simple and familiar story is used each time to help the child develop his or her reading skills. (see example clip below)



#2795B - READ & LEARN VOLUME 1
Part 2 of READ & LEARN VOLUME 1

#2796 - JUNIOR MATHS
This is a maths teaching program for children aged between around 4 & 6. This particular disk is only a demo version and only the counting option is accessible. Upon registering, the full version is available and incorporates adding, subtracting, greater than, less than, and much more.
** SHAREWARE **

#2797A - KLONDIKE AGA (A1200/4000 ONLY)
A fantastic 256 colour version of Klondike (or Patience as most people call it), given a highly favourable review in Amiga Format recently. This card game is easy to get into but a complete bugger to finish. 3 different skill levels, a very nice soundtrack, customisable cards.

#2797B - KLONDIKE AGA
Part 2 of KLONDIKE AGA

#2797C - KLONDIKE AGA
Part 3 of KLONDIKE AGA

#2798 - MIND WARP (DEMO) (AGA ONLY)
Another AGA only production from Team Hois - the only real advantages of AGA being a few 256 colour schwings and roundabouts. The rest could be done on an A500.

#2799A - HEADING FOR HOME
This 4 disk raytraced animation is only around 10 seconds long. A lot of people wouldn't give it the time

of day, but take a look at the amount of time and effort gone into it and it is quite good. Basically it is a spaceship flying to his home (a space station) detoring around a couple of planets and then docking. On a fast machine, it shifts. (3 MEGS of RAM required)

#2799B - HEADING FOR HOME
Part 2 of HEADING FOR HOME

#2799C - HEADING FOR HOME
Part 3 of HEADING FOR HOME

#2799D - HEADING FOR HOME
Part 4 of HEADING FOR HOME

#2800 - KLAWZ THE CAT
A fairly bog-standard platform game here featuring the one and only Klawz the Cat. Run around collecting things and killing other things.
<Third party on, dudes>

Well, that's all the 17-Bit disks that are in the 17-Bit Continuation Disc.

We are presently waiting for the new Fred Fish disks which could be here shortly, but until then ... have fun copying this latest (and last) batch.

Mike

Questions & Answers

In the September edition of Cursor, I suggested that we may try a Question & Answer page, where members could write in with their thorny questions. These would be published in Cursor and other (more knowledgeable) members could write back to me with suggested solutions to the problem. These solutions would then be published for the benefit of all members.

Here is the first question for this column from Derek Hackett, who has an Amiga 600HD.

1. The following is my shell start-up file. What does it all mean?

```
alias xcopy "copy clone"
alias emacs memacs
alias clear "echo *"*E[0;0H*E[J*""
alias reverse "echo *"*E[>1m*E[30;
      41m*E[0;0H*E[J*""
alias normal "echo *"*E[>0m*E[31;
      40m*E[0;0H*E[J*""
Prompt "%N.%S>"
```

2. I have both a "s:startup-sequence" and a "s:startup-sequence.HD" file. They both appear identical except that the "s:startup-sequence" has additional lines that read:

```
rexxmast >NIL:
Path SYS: add
:Assign Memos: SYS:Memos
```

The "s:startup-sequence" is the one being used, so what is the other one for. As I have a A600HD I would have expected the ".HD" file to be the one used ???

President's Patch continued from page 5

which will more than likely be even more expensive than the Ekka.

This will be my last President's Patch. I have decided I must resign from this position I have held for two years and three months. I was reluctant to continue past the last AGM but, again, there were no other takers and I continued so I could help the new committee along for a little while. Now I feel I can let go because we have a very capable committee who will have no problem making the few decisions we need to make each month without any assistance from myself. Bob Baxter, Mike Williams, Barry Benyon and Steve Knight are all honest, enthusiastic and sensible people. None of them want to be President however, so we would like to hear from someone who can represent Amiga users and promote the cause of the club.

I have been active in this group since I started assisting in the library in mid-1984. I was Librarian for three years and co-PD librarian for a year before being President. Now I am a bit tired of spending the hours that I do on club matters, even for example, writing this column which takes one full evening per month. I will continue to read CompuServe news on the fate of the Amiga, but why should I continue to save the messages and edit them for CURSOR for ever and ever. Someone else can do that now and I can have some more time with my family and mucking around with my Amiga myself doing what I want to do. The Sunday workshops and committee meetings have got in the way of many family commitments, particularly this year when I have been travelling for work one or two weeks every month which will have included 18 weekend days away in 1994. And why should I feel guilty about these "selfish" sounding comments? All I am saying is that I have done my turn and now someone else can have a go.

Until a new President is found, I will probably be able to come along on main meeting nights and do the talk and introduce the demonstration. Greg Perry will also help out here. The future of the Amiga appears to be strong at the moment and I am confident that when the new owners get new and leading-edge product into the market place the club will once again grow and be able to provide support and other benefits to all Amiga users.

One thing the committee will have to consider this year is another change to the club name! Whichever company buys the Amiga technology will most cer-

tainly not use the name "Commodore". And why would we want to continue promoting that name? The only justification would be in identifying us as a user group that includes C64/128 owners, but we do not have any active 8-bit members, certainly no one interested enough to take the position of 8-bit coordinator following the death of Doug Maclurkin. So I suspect we will become something like the Queensland Amiga Computer User Group Inc - but I leave the details and timing of that decision to the members, the committee and the new President.

Best wishes for the future.

Phil Guerney

"El Pres"

BBS News continued from page 17

40mb/sec or 100mb/sec.(approx.) This of course needs special drives and computers capable of connection.

Well enough from me for this month. Hope you can use some of the info. One last thing, Brendan Pratt is now also a Sysop for CCUGQ so give him a call on his BBS. WOW! 2 BBS's we can log on now. 805-5928 is a local call for those in Brisbane and 463-252 is a local call for the Gold Coast.

Keith

CEI Amiga Bidder continued from page 12

part? - "No, No. Remember, they have no interest in the Amiga or its users, only paperwork".

It is hard to say from here just which one between the UK team or CEI would be the preferred purchaser in terms of our own interests. It would seem that the UK team will concentrate on taking the "low end" products into the mass UK/Europe market while the CEI team will push the higher end Amigas into niche (ie video and animation) markets, particularly in the USA. However both plan to sell as many CD32s as quickly as they can - I bet that will mean a sharp decrease in price. I do not think that A1200s will fall in price.

Both sides think the AAA chip set is dead and they are probably correct. If AAA will take another year or two to be ready for market, then you have to look at what else will be on the market then and how competitive the AAA features will be. The answer is probably "not very". It could have been ready now of course and doing very well.

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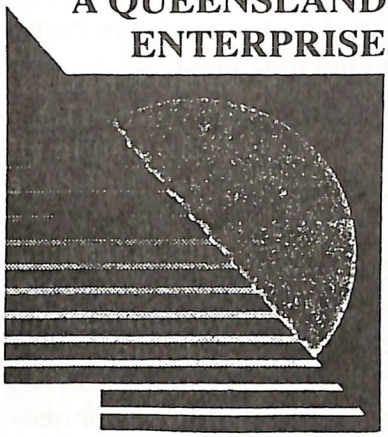

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Pleasance Interview continued from page 15

going to be an Amiga on a PC card. This will probably be a sub- license deal with another manufacturer. This could be a very substantial business because everybody who has a PC wants to turn it into a multimedia machine and an Amiga on a card could be a very cost-effective solution.

The Way Forward

We will be having a forum in the UK, and one in the US, very quickly after we have got the company and that forum will basically be to talk with everybody saying, look we have got a blank piece of paper, we can go in any direction you like, tell us what you want so that we can all swim in the same direction. This forum will be for anyone interested in the future of the Amiga.

Change of Name

The company name will almost certainly be Amiga International and we will not be using the name Commodore anywhere. The new company will be based at Maidenhead. The products will be manufactured in the UK, possibly by ICL, who can provide warranty and support.

Shows

We are doing the Motor Show. There is part of the Motor Show called Future World and that is at

Continued on page 35

COMMERCIAL LIBRARY REPORT

Good News! - (Well for me anyway). We have new public domain librarians. I am now able to concentrate fully on the Commercial Library. I will be returning to bringing the whole software library (8-Bit and Amiga) to the monthly meetings. My apologies to those who were inconvenienced, but I simply did not have the room in the station wagon to carry everything.

Some Rules. - I continue to have problems with non-return of borrowed items, with instances of items being borrowed and not returned for 3 months. The rules are simple. You may borrow items from the Commercial Library from the Tuesday meetings. You may keep them for *one* month. You MUST return them at or before the next monthly (Tuesday) meeting. You must return them complete and in good condition. YOU ARE RESPONSIBLE for these items while they are in your possession.

The Solution - The solution to my problems have come from within the library itself. When we purchased the hand scanner, I investigated a deposit system. A $20 security deposit is paid when

Continued on page 38

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Keith Antoine

Pleasance Interview continued from page 33

the NEC at Birmingham from the 18th to the 30th October. What they have got is the Motor Show, the Ideal Home Exhibition, and Future World on at the same time. One ticket gets you into all three shows. Future World contains a ride which was manufactured for BMW for last year's Motor Show in Frankfurt. This ride takes you through a series of shop windows with live people working in them (a bit like the Epcot Centre). It carries two thousand people an hour and we have a stand right where everybody gets off this ride. 800,000 to a million visitors are expected at this show.

We are also doing In the City, which is in a hotel in Manchester, and is the music industry's main show of the year. There we are going for the Guinness Book of Records. We are going to live record, and live video some music artists, MPEG encode it, add some graphics, and produce a CD in the fastest ever time. The Future Entertainment Show is at the same time as the Motor Show, but we may try to support it. The World of Amiga Show is at Wembley on the 9th, 10th and 11th December and there will be an User Group area.

In Conclusion

It is most important for people to know that the Amiga is saved.

Twelve weeks ago we had not even mounted a management buy-out and it is an amazing thing that we have put together. We intend to strengthen our support for user groups like ICPUG - why re-invent the wheel?

---Betty

We have new PD Librarians. Ron and Warren Blake have kindly offered to take over the reins of the PD Library, which has removed a great deal of work from me. Thanks. During the time I "babysat" the PD Library, I really was not able to devote enough time to keeping it as up-to-date as I would have liked to. Also the Commercial Library suffered as I was not able to transport both libraries in full to the meetings. I don't think members as a whole realise the amount of time and effort which goes into Committee positions.

Anyway, say hello to Ron and Warren at the next meeting. See you there.

Steve and Renee

Steve & Renee Knight

GOLDFISH CD-ROM
by Terry Nunn

I've been a keen user of home computers since my first taste of this hobby way back in 1976. I'd bought a home made, single board evaluation kit which was based on the old 6800 microprocessor. This used about 256 bytes of RAM, with a hex keypad and half a dozen 7- segment LED displays for the user interface. Simple machine language programs were saved to, and loaded from, an audio cassette player at 300 baud. I was impressed !

However advances in technology and my studies soon pointed out the inadequacies of this system. I've since 'hacked' my way through several other home computers culminating in the AMIGA 500 which I bought in 1991. I've always found membership of computer user groups beneficial to my needs over the years. One of the things which appealed to me when I first visited an AMIGA workshop was the large amount of public domain software available to club members at low cost. The majority of this seemed to emanate from FRED FISH, an American collector of AMIGA software. FRED has been regularly collating and mailing disks of AMIGA software to his subscribers since 1986 and recently issued his 1000th disk. At this point, for a number of reasons, FRED decided to distribute all new software on compact disk. This format does allow for the storage of large amounts of data on a single disk - close to a gigabyte. That's nearly 1000 megabytes of programs and information !

One of FRED's first efforts with this new format was a compilation of all his work to date which he's called the GOLDFISH CD-ROM. He's squeezed the contents of his first thousand floppy disks onto two compact disks - not once, but twice! These CD's contain all one thousand floppy disks in both archived (BBS-ready) and unarchived (ready-to-run) forms. Also included are tools to search for specific programs and to re-create specific floppy disks from the archives.

Whacko, I thought, I can finally clean up my disk banks ! For ages, I've kept a collection of dozens of interesting FISH disks and programs, which I've always been loathe to get rid of . . . . well, you never know when you're going to use them, eh! But times change and I'd bought an A570 CD-ROM drive to plug into one end of my old A500. I'd already bought and used a couple of other CD-ROM's to feed my A570, when my GOLDFISH CD-ROM arrived. This CD-ROM had been ordered directly from FRED FISH by the

local user group and cost me $39. This seemed an excellent price for a two CD-ROM set seeing that I've seen it advertised for up to $69.

After a quick perusal of the DOC files on the CD-ROM, I decided the most useful utilities for me would be PUFFERFISH, KINGFISHER and A-KWIC. The first utility, which I've subsequently mastered, allows me to transfer copies of specific disks from CD- ROM to floppy disk. This can be a long, drawn out effort as PUFFERFISH seems to automatically format each floppy disk I'm unpacking to, before unarchiving the specified contents of the BBS- ready archive on CD-ROM and transferring it to this disk.

However five to ten minutes does seem an unnecessarily long time to download a single floppy disk. I've had more success downloading the unarchived files on CD-ROM using directory programs like DISKMASTER and DIRWORK. The contents of specific disks on CD-ROM can be viewed with these programs and a whole disk, or just necessary programs, can be quickly transferred to a blank, pre-formatted floppy disk.

The other two utilities were designed to enable you to quickly search through this large database for user-specified text and programs. This is where I came to grief. Both programs which accompanied my April 1994 GOLDFISH CD-ROM may require AmigaDOS 2.04, to which I've updated anyway, and come with short DOC files describing their features. These text files pre-suppose some knowledge of previous versions of the program and the CLI. Again, no problems. Despite the American authors, I thought that the rather brief descriptions given in these files reminded me of those obscure directions found in some Oriental video recorder manuals. You know the ones ? However, I persevered and persevered and . . .

This CD-ROM is still a rather compact [sic], convenient way of storing mountains of information, as long as you know where that information is stored. It would have been nice to get my AMIGA to automatically search 860 Mb of files according to my requirements, or quickly skip forward or back to the next version of a particular program. I can still step through 1000 disks of information, one program at a time, looking for references to a subject of interest. However, I fear my concentration, my time and my mouse button may not be up to this task.

I'd like to wind up this brief summary by mentioning that I consider myself a relatively 'seasoned'

AMIGA 500 user, and reasonably conversant with potential problems associated with different operating systems, CLI, memory constraints and manual instructions. However, I'm not that good and there's always the chance that I've overlooked something glaringly obvious, in which case, my thoughts need to be modified. Perhaps FRED has fixed all these problems on the latest version of GOLDFISH, perhaps . . .

For the time being, I am cleaning up my disk bank and using GOLDFISH as a long-term archive. Using my wordprocessor and printer, I've made a list of all my favourite FISH disks and programs. If ever I feel the need to investigate one of these programs on floppy disk, I can use PUFFERFISH or DIRWORK / DISKMASTER to retrieve the appropriate files from GOLDFISH.

I asked around at a local AMIGA workshop for clues from other users and some advice I received has left me undecided about some of my conclusions. I think the documentation assumes that I have a little more knowledge of the AMIGA, and previous program versions, than I possess. Maybe more investigations are in order before FRED FISH and other software authors are sold short? I'd be interested to hear of experiences in this area by other users.

Commercial Library continued from page 33

the scanner is borrowed. This is refunded when the scanner is returned on time. It will not be refunded if the scanner is damaged or returned late. This has never happened. It appears to me that the holding of a deposit is the simplest way to ensure that items are returned. I am now thinking of asking for a cash deposit on all major items borrowed. This will mean extra work and responsibility for me, but at this stage I can see no other way to ensure that borrowers do the right thing by their fellow members. If anyone has a better or simpler way of achieving this, I would be glad to hear it. I really do not want to have to go to such extreme lengths, but as Chief Librarian my job is to ensure that all members get fair access to the library.

New Items. - We now have a second (2400 bps) modem available for borrowing. Also new, an early version of WordWorth, and for all those who still have some C64 software, the A64 emulation package, which allows you to run C64 software on your Amiga. Works well too!
See you at the meetings.

Steve Knight

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